

## IN THE SPECIFICATION

On page 23, paragraph beginning on line 14:

Three types of out-in objects are used including the orientation view box 30, the spatial sequence indicator 18, and the out-in menu object 40. The orientation view box 30 (OVB) is a six-sided box with each side labeled to correspond with the relative view within the virtual environment: FRONT, RIGHT, BACK, LEFT, TOP OR BOTTOM. These labels may also be found on the inside of the orientation view box 30 in case the viewer goes into the box. The purpose of the orientation view box 30 is to provide a quick means of reference to orient the viewer's position within a particular region of influence 26.

On page 24, paragraphs simultaneously found beginning on lines 3, 11, and 15:

A third type of out-in object is the out-in menu object 40. The out-in menu object 40 takes the place of the top level, upper menus in the 2-D embodiment. The out-in menu object 40 provides the same functionality as the pop-up menu found in the 2-D embodiment. However, unlike the 2-D display medium, the 3-D virtual medium is made more efficient by having the menu items presented simultaneously in multiple object surfaces, enabling not only viewing, but interaction from any perspective either outside or inside the object. If the user finds himself inside an out-in menu object 40, he can interact with the interior surfaces of the object without the need to exit the object or change position, thus saving time.

In the 3-D embodiment, the out-in menu object 40 for the 3-D directional field is located at one corner of the field. Out-in menu objects 40 for the task objects 14 and master objects 16 are located in the interior of these objects. It should be understood that the task objects 14 and master objects 16 are also out-in objects.

Figure 18 shows an out-in menu object 40 viewed from the exterior thereof. Figure 19 shows an out-in menu object 40 viewed from the interior thereof. As shown in these figures, the

menu items appear on both the interior and exterior surfaces of the object so that interaction with the menu object 40 is possible whether the user is inside or outside the objects.